Neverending one shot

#day the ##th

We start with our two heros Thea the elf rouge and Zeric the tiefling warlock Joining "the guild" who regulates adventurers in this city. But before they can go on adventures they must register as a team. The form team rocket and then proceed to the testing arena (think indoor school basketball court) where they first battle a rat and a giant spider each followed by a series of tests/traps to retrieve an artefact to decide their ranking while being examined/helped but a tester. First is the pitfall they must navigate their way over a floor covered I squares of different colours with symbols on them the correct path will lead them to next room. They get past this with only a few mishaps like getting hit with a fireball and slipping on a square with a banana symbol on it. Right at the end Thea try's to jump to the end but smacks into a fake door the impact of which opens the real door.
The next room was dodge the poison darts (where i think Thea got hit a few times) after that was the room of spikes. They dickted around there for a bit before figuring out that the spikes on the floor were just a mirror allusion. The next room was the dodge the blades of death from Indiana jones (which they failed to pickup on despite me practically telling them) they lost points in this room. At this point I should say that as the cleared each room the traps of the previous rooms were disabled an covered and walls in between rooms removed. The final room is the idol on a stand in the middle of the room they pick it up and have to out run a boulder to get back to the start. The barely manage that almost getting squished more then once they then hand the idol to the tester who grades them their final test is to battle two random monsters which end up being flaming skulls. After Zeric the warlock saves the day in the end (Thea got knocked out) the finally get rank C. the then get healed by the resident cleric and choose to take a mission to retrieve a book that a Necromancer left behind at a camp after the last Necromancer's get together. They take to omnibus to the town (who's name recently changed) where the camp is and are warned by the locals that it is a bad place they call it things like camp doom. Team rocket just ignores them and as night and the mists approach they entered the camp by the lake and find the cabin with the red door occasionally a chhehe hahaha sound would be faintly heard third is no sound of animals around. They get to the cabin and find a dead body inside (a Necromancer joke) and use a trapdoor to get down to a dirt cave/basement with the book down there on a pedestal the necromnicon! While they are down there someone comes in and thumps around the cabin and leaves. Our heroes then try to sneak out but are ambushed by Jason a battle ensues during which one cool sequence happens the warlock uses a fear spell to cause jason to run into the lake witch weakens him but then he ducks beneath the water breaking visual contact with the heros and as the warlock try's to blend into the shadows he bumps up against Jason in the shadows! (because he can teleport because horror tropes) any way after a few hits and misses (mostly missis because I forgot to add the modifier to the attack roll so just pretend that Jason was toying with them) the warlock try's to use the necromnicon against Jason his first attempt removes his regeneration abilities the next banish him to hell. With him banished team rocket leaves with book in hand. After credits scene they go Jason's arm punches out of the ground forming

a fist. (has no barring on next adventure)

Jason's Revenge
We start back at the guild where team rocket it being debriefed in the debriefing room after they have returned the book back to owner. It is hinted that the book was put in basement as a prank and the dead body was also a prank to scare whoever booked the camp next. Once they are done team rocket get there reward and are lead to an office where they meet bork the Orc paladin who wares a phantom of the opera half mask which magically makes him look human and balderdash (not his name but close to) a tiefling something sorcerer? Plus a half elf ranger who's name I forget. They are part timers called up to bolster numbers for missions. This time there is a strange weather phenomenon happening up north (a sharknado infact) they potion up and they set off then things get odd the manage to catch a ride on the magic school bus (nat 20) and get dropped off in wilderness just outside of where sharknados are coming from. They then rush toward the sharknado and fight 5land sharks at some point aliens hover over and abduct bolderdash (in real life random person did not turn up so we had extra character being played by same player) they fight the sharks but get K.O team wipeout but borks god revived them and restored them to full health they slay the sharks but one is scared away by warlock it returns with zombie sharkenbear a zombiebear with sharks for arms who can conger sharknados which it does trapping them all in one. battle commences once more and part timers get knocked out again but Thea then attacks bork killing him which cause an explosion and a pipe organ recital killing the sharkenbear and the sharks. It also rips open the ground where this betrayal happened (this is where this night ends)

Jason's revenge part dux
Continues where we left off our "heroes" team rocket have just stopped the sharknado and the part timers are gone being dead (bork the Orc paladin) missing (balderdash abducted by aliens) and comatose (ranger (player didn't turn up)) as Thea ransacks the rangers body suddenly the guildish inquisition! One inquistor and his subordinate and elf bard junior inquistor. They are here to survey the scene make sure protocol is obeyed ... Yada yada yada ... And punish those who fail to conform with the guidelines. The inquisitor immediately starts deducting points and giving hefty fines or part timers conditions (the inquisitors also come to the conclusion hat Thea murdered bork). He then checks to make sure that they studied their how to survive a sharknado which Thea did not (roll fail) and she had to take a test which she bearly passes. The group decides to make camp as night is approaching so the move off into the woods as the clearing is full of shark corpses and he spot bork died is glowy and ominous. That night on Thea's watch the ranger vanishes then on warlocks watch senior inquisitor vanishes. on bard inquistor watch there are screams and lights coming from the clearing he wakes team rocket up (they wernt that keen on doing anything) and forces them to help investigate. As they head off In the direction of the clearing rangers body falls and hangs upside down by one leg in tree which then snaps off (the leg that is) witch Thea picks up a takes with the (I don't know why) they then carry on to edge of clearing where Jason (who emerged from hell portal created when bork was murdered.) is using inquitors body on makeshift alter for ritual. It is to be noted that hell mouth has turned into

stereotypical fleshy warhammer boney hell mouth using body's of sharks witch is why there are no shark corpses. As the group hides in the shrubbery on top of a small bluff they watch Jason and the warlock figures out Jason is trying to summon something big and powerful. The then moves up and attacks with darts from the cover of some trees drawing Jason's attention he strides toward the spot where the darts came from failing to see Thea. the warlock try's a spell he copied out of the necromnicon but all it does is remove his fire resistance. While this is happening bard inquistor sneaks over to alter (Jason notices but is enraged and focused on where the dart attack comes from) and decides to shove the body into the hellmouth using his rapier his first attempt fails and he shishibobs the body which lets out a piercing scream which jolts the bard and causes him to fling the screaming corpse into the hell mouth causing the ground to shake. Jason after failing to find his attacker rounds on bard who using his performing skills pretends to be Jason's mother and sends him after Thea (he intended it to serve as a distraction) but team rocket then starts to attack the bard. After the warlock blows up the alter with Jason next to it Thea attacks bard for setting Jason on her and the warlock does because he really doe not want to pay those fines and with no witness he won't have to. After Thea finishes off the bard team rocket out runs Jason and jumps into the hell portal.
To be continued...

After falling for an age they land in hell where the inhabitants are fleeing something that is shakeing the ground. It is Godzilla! He emergaese from The dark unaware and uninterested in thouse fleeing before him. Of course Theas first thought is to attack it. It did not go well they teleported on to the side of his head and tried to attack his ear hole but that didn't work all that well and they were just tiring not to fall off the side! During the "battle" the magic school bus turned up again and was blasted by Godzilla who then squished thea and the warlock. They later after they chose a symbol for their heads they woke up in a green room and found out they were dead and had the opportunity to face off jason in hells number one gameshow, dungeon! Where they had to search for a golden pikachu all the while solving puzzles battling monsters and avoiding Jason. If they succeed the will become daemon princes. The begin and in the first room the battle sone 4 armed skeletons. Next they reach their first puzzle witch was a sound lock door with a "keypad" full of symbols including a banana a bat and a man (the answer was nanananana batman) the then battled a random spider and then entered a bone room full of skull-spiders which they fought off during the fight thea accidentally shot the warlock in the face and he lost his eye. Also during one of the skeleton battles thea tried to seduce with her famine wiles and caused it to shack and rattle itself to death.
To be continued...